

## CLAIMS

What is claimed is:

1. A method of automating contributions in a gaming system, said method comprising:
- (a) prompting a user with a gaming option;
  - (b) enabling the user to pledge a contribution to an organization;
  - (c) permitting the user to make a wager and partake in the gaming option; and
  - (d) automatically making the contribution to the organization based on the pledge of step (b) and the results of step (c).
2. The method of claim 1 wherein step (b) further comprises allowing the user to select the organization.
3. The method of claim 1 wherein step (b) further comprises allowing the user to select a size of the contribution.
4. The method of claim 1 wherein the gaming option has a first odds of winning in step (a), and a second odds of winning based on the pledge of step (b).
5. The method of claim 1 wherein an odds of winning the gaming option is related to the pledge of step (b).

3 6. The method of claim 1 wherein the gaming option has  
4 a first payout in step (a), and a second payout based on  
5 the pledge of step (b).

1 7. The method of claim 1 wherein a payout for winning  
2 the gaming option is related to the pledge of step (b).

1 8. The method of claim 1, further comprising the step  
2 of accumulating contributions for the user during a  
3 series of gaming activities.

1 9. The method of claim 1, further comprising the step  
2 of automatically providing information regarding the  
3 gaming option and the contribution to the Internal  
Revenue Service.

1 10. The method of claim 1 wherein step (b) is satisfied  
2 by personal funds of the user.

1 11. The method of claim 1 wherein a distribution of the  
2 contribution is contingent upon the user winning the  
3 gaming option.

1 12. The method of claim 1 wherein the contribution is  
2 funded from net proceeds of the gaming system.

1 13. A method of automating charitable contributions in a  
2 gaming system, said method comprising:

3 (a) prompting a user with a game of chance having a  
4 first incentive selected from the group consisting of a  
5 first odds of winning and a first payout;

6 (b) enabling the user to pledge a charitable  
7 contribution to a charitable organization;

8 (c) overriding the first incentive with a second  
9 incentive selected from the group consisting of a second  
10 odds of winning and a second payout, wherein the second  
11 incentive is greater than the first incentive;

12 (d) permitting the user to make a wager and play  
13 the game of chance; and

14 (e) automatically making the charitable  
15 contribution to the charitable organization when the user  
16 prevails in the game of chance.

1 14. The method of claim 13 wherein step (b) further  
2 comprises allowing the user to select the charitable  
3 organization and a size of the charitable contribution.

1 15. The method of claim 13, further comprising the step  
2 of accumulating charitable contributions for the user  
3 during a plurality of gaming activities.

1 16. The method of claim 13, further comprising the step  
2 of automatically providing information regarding the game

3 of chance and the charitable contribution to the Internal  
4 Revenue Service.

1 *a* 17. The method of claim 13 wherein step (b) is satisfied  
2 by personal funds of the user.

1 18. The method of claim 13 wherein the charitable  
2 contribution is funded from net proceeds of the gaming  
3 system.

add as

1 19. A method of automating charitable contributions in a  
2 gaming system, said method comprising:

3 (a) prompting a user with a game of chance having a  
4 first incentive selected from the group consisting of a  
5 first odds of winning and a first payout;

6 (b) allowing the user to select a charitable  
7 organization;

8 (c) enabling the user to pledge a charitable  
9 contribution to the charitable organization;

10 (d) overriding the first incentive with a second  
11 incentive selected from the group consisting of a second  
12 odds of winning and a second payout, wherein the second  
13 incentive is greater than the first incentive;

14 (e) permitting the user to make a wager and play  
15 the game of chance; and

16 (f) automatically making the charitable  
17 contribution to the charitable organization from net  
18 proceeds of the user when the user prevails in the game  
19 of chance.

1 20. The method of claim 19, further comprising the step  
2 of accumulating charitable contributions for the user  
3 during a plurality of gaming activities.